

An operation method for a gaming machine sets a target payout rate and probabilities of winning and odds on a plurality of objects. The objects are rearranged in order of the probability of winning. The odds on the object in first place are approximately corrected to odds with a predetermined number of digits. The probability of winning of the object in the first place is corrected based on the corrected odds. The difference between the uncorrected probability of winning and the corrected probability of winning is reflected in the probability of winning of the object in the subsequent place. The odds on the object in the subsequent place are redetermined based on the corrected probability of winning of the object in the subsequent place. The whole processing is repetitively performed for the objects in all places. The difference in the probabilities of winning of the object in last place is reflected again in the probabilities of winning of all the objects at predetermined ratios.